

Issue 73
August 2010

THE
HALL OF FIRE
FAN WEBZINE



GÎL SÎLA ERIN LÛ GOVADED VÎN...

Welcome to another issue of Hall of Fire. In this issue we have a Minas Tirith dining establishment of questionable reputation. We also have an interesting relic left by Morgoth that could cause some very dramatic situations. There is also a new Elite order to enhance a character's abilities. On top of that, we have an example Elite Guardsman in Beregond, and an updated Aragorn to bring him in line with The Return of the King.

We hope that you enjoy this issue and would like to thank our two new authors for their great articles.

Farad vaer.

Micah A. Walles (Razor77) &
Celebraen
Co-Editors Hall of Fire

THE MIDDLE-EARTH HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

In This Issue

TRUSTED LOCALES	2
• The Silver Horn	
FAN FLAVOUR ~ NEW ITEM	3
• Token of Morgoth	
FAN FLAVOUR ~ NEW ELITE ORDER	5
• Elite Guardsmen	
ALLIES AND ADVERSARIES	6
• Beregond	
• Aragorn, The Heir of Isildur	
WHAT'S OUT THERE	12
CALLING ALL GAMERS	12



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TRUSTED LOCALES

THE SILVER HORN

by Celebraen

The Silver Horn is known among the men of Minas Tirith as one of Gondor's finest dining and entertainment locales. Established a couple of generations ago, its current proprietor is a charming woman known as Lady Black. The Silver Horn's tables features fine wines and excellent food. Its servers are all attractive young women, dressed in simple gowns and wearing the silvery-gray aprons supplied by their mistress.

It is the Silver Horn's stage that is its main draw, however. Every table in the common room possesses a decent view of the elevated platform and the constant stream of various entertainers who adorn it. Rich black velvet curtains form a simple backdrop that puts the focus on the women who perform there. Various talents are showcased, though all the performers are female. Some of the ladies sing, others dance or play instruments, some even put on comedic or dramatic skits. Lady Black personally selects the talents who grace the Silver Horn, and her standards are exacting, resulting in high-quality entertainment for her patrons.

DESCRIPTION

The Silver Horn is built in the style typical of Minas Tirith taverns. A large main room on the ground floor is richly furnished with comfortable chairs and tables covered in silver-gray cloths. Nearly a dozen tables of various sizes are scattered through the room, accommodating from one to six people. The most unusual feature is the stage, a broad wooden platform a couple of feet off the floor. Simple props such as chairs, a small table, or other items needed for a performance are hidden behind the curtains and brought out as required. A couple of doors, discreetly hidden behind decorative tapestries, lead to smaller dining rooms for private parties.

The kitchen is in the back on the ground floor. Clean and kept well-supplied, its fireplace is capable of roasting an entire boar. A small pantry is set up opposite the fireplace. The broad south-facing window has a sill lined with clay pots, giving the cook access to fresh-grown herbs and greens. Just outside the rear door, a trapdoor hidden by the woodpile leads to a tiny cellar dug into the rock.

The second floor of the Silver Horn is composed mostly of bedrooms for the employees. Lady Black resides in the two largest rooms with a door between them, giving her a small parlor as well. The other rooms are large enough to accommodate a comfortable bed, a wardrobe or chest of drawers, and a small brazier for use during the winter months.

HISTORY

Built only a couple of hundred years ago, the Silver Horn was originally simply a high-quality tavern, catering to upper-class merchants with pretensions to nobility. Previously named the Sea-bird's Wing, a reference to the crown of Gondor, it was popular but not overwhelmingly successful. The stage was added roughly a century ago by an enterprising owner who sought to draw crowds that might include those with artistic leanings. The gambit was a success and the Sea-bird's Wing became known as a "place to be seen" among the upper-classes. As time passed and the novelty wore off, the crowds dwindled, though a small group of steady patrons remained. Two generations ago, the proprietor noted the increase in customers when his beautiful young daughter performed on the stage. Soon he recruited additional female talents, leading to the metamorphosis from the Sea-bird's Wing to the Silver Horn.

USES

The Silver Horn is very popular among the military of Minas Tirith. Lady Black offers a small discount to those who serve her land; as a result, there's nearly always an off-duty soldier or two enjoying the respite the establishment offers. These men serve as unofficial bouncers when needed and may also be a good source of information for characters who might need a little hint about military matters.

Unknown to the lady, however, another group has recently begun using the Silver Horn as a meeting spot. A small "family" of smugglers, both goods and information, has found out about the amenities offered and begun taking full advantage of them. While Lady Black might be tempted to turn a blind eye to smuggled goods, provided the items don't endanger the Horn or its employees, she would be furious to learn that spies are gathering information for Gondor's enemies in her domain.



FAN FLAVOUR NEW ITEM

TOKEN OF MORGOTH

by Landorl (landorl68@gmail.com)

The Tokens of Morgoth are quite potent and utterly evil items. They were created during the Early Ages by Morgoth to give the leaders of his mortal armies authority over those that they lead, and also bind them to his will.

In the days when Morgoth was at the height of his powers, he had created many of these items. They take the form of small clay or carved stone totems, and can be of almost any shape. Fortunately, these items were as fragile as the materials they were made from, and many have been destroyed over time. There are still a few scattered about Middle Earth in the hands of evil, or waiting for someone to discover them and unleash their powers. The power of these items is gone once the item is destroyed, and anyone under their influence is set free. Their Corruption total is immediately reduced to the same as their Bearing, giving their user a chance to recover, or continuing in the service of evil.



When a person first comes into contact with a Token, they immediately can sense that it is an object of power. Those who come into proximity of the object will be affected by it. They must resist the urge to touch it. Characters who have 0 Corruption points will find it rather easy to resist (TN-5). Characters who have Corruption points will find its draw more powerful (TN 5, +2 for every point of Corruption the character has).

The Token will bond with the first person that touches it, and then no one else will feel its draw. The effects of the Token will begin after the character sleeps for one night. They will gain an instant +3 to skills used to influence other people (Debate, Inspire, Intimidate, and Persuade). This bonus is doubled if the person being

influenced has any Corruption or is of an evil nature. The character will also immediately gain 1 Corruption point. This bonus will disappear after 3 days.

The Token will continue to influence the person and draw them in. The character will have to hold and concentrate on the Token in order to receive the bonuses again. Each time they will only last for 3 days, and each time they will gain another Corruption point.

Once the character has Corruption equal to $\frac{1}{2}$ their Bearing stat, the Token will begin to build a blood lust up in the character. If the character enters into any situation that has the potential to result in combat, they must make a Willpower check at TN 10 +2 for every point of Corruption, or they will attack and kill anyone that they can. The character will instantly have any stat (PC choice) increased by 1 and gain two Corruption points. This can be done once for each Attribute or Reaction. Once the character has become evil, they can gain a second increase on each stat if they kill someone, and spread the blood on the Token. These stat gains can only be done 1 time per month.

Once the character's Corruption exceeds their Bearing, they are completely under the influence of the Token. They will then be driven to destroy all that is good in Middle Earth. Whenever possible, they will try to assert their leadership over other people or creatures to accomplish this goal.

The final power of the token is the fact that the owner can use it to summon help from any evil creatures nearby. It allows the user to sense if there is any evil beings within about 20 miles of his position, though he can't tell how many or where, but he can send a call to them. The evil creatures will feel a desire to move in that direction, though they won't know exactly why.

If a person who comes into contact with the Token is already evil, then they will immediately know the powers that the Token offers them.

When the person that is bound to the token is killed or dies, then the token will begin to search for another person to bind to its will.



NEW ELITE ORDER

ELITE GUARDSMEN

by Celegorn

An Elite Guardsman is one of the few who have the full trust of their lord. They are battle-hardened and hardy and will protect their lords to the end of their lives. Many who have fought alongside a favored lord as a lowly warrior will favor this order. Some guardsmen belong to other elite orders, such as the Knights of Dol Amroth who are also knights, while others have only been devoted warriors, like the Tower Guard of Minas Tirith.

ADVENTURES

Elite Guardsmen generally stay within close proximity to their liege-lords; and, therefore, are not terribly prone to adventures. They have been called to protect a chosen lord in any way that lord deems appropriate and follow his will as it was their own. In this way, elite guardsmen may find adventure through hunting his lord's enemies, rooting out secret insurrections, and the like. They seek little for honour and glory, only wanting to perform the will of their lord.

BACKGROUND

Almost all guardsmen start out their careers as warriors, though some nobles have sworn generational fealty to serve one lord. This is not the rule however, and many who are far below the station of noble have risen to this great honour protector. Though not seekers of great deeds, the allure of this possibility attracts many.

Most lords have a contingent of elite guardsmen who are employed to protect them. Theoden is often seen riding with his guardsmen flanking him, and the Tower Guard of Minas Tirith protects the Steward and his family while the king is away.

GAME INFORMATION

REQUISITES

To become an elite guardsman, you must have Strength 7+, Nimbleness 6+, Armed Combat 8+, Unarmed Combat 6+, Fealty, and to swear an Oath to protect your lord from all dangers, even to the laying down of your own life.

ORDER SKILLS

The elite guardsmen's order skills are: Armed Combat (Nim), Inquire (Brg), Insight (Per), Intimidate (Brg), Observe (Per), Ranged Combat (Nim), Siegecraft (Wit), Unarmed Combat (Nim).

ABILITIES

When you create an elite guardsman, you may make one pick from the following special abilities:



PHYSICALLY FIT

Through demanding physical training, you have increased your strength and endurance. You gain +1 Stamina and double your attribute bonus for Strength, Vitality, and Nimbleness tests.

Requisite: Hardy, Strength 8+, Nimbleness 6+

RECONNAISSANCE

You've been taught observation techniques for investigating your surroundings for hazards, enemies, etc. You gain an affinity bonus to Inquire (Investigate) tests from Observe. Also, you can make a TN 10 Observe test to identify any conditions that would confer physical test modifiers (bonuses and penalties) in a given area and the extent that they would affect combat (Low: $\pm 1-2$, Medium: $\pm 3-4$, High: ± 5 or greater).

Requisite: Perception 8+

RESPONSIVE

Through physical aptitude and prowess you have learned to respond to threats faster than most. This ability acts the same as the warrior's Swift Strike ability.

Requisite: Nimbleness 6+, Physically Fit

Improvement: Yes, same as the warrior's Swift Strike ability

SUBDUE

You have been taught to value and respect all life. Select one of these skills: Armed Combat: Club, Armed Combat: Blades (Flat of the Blade), Armed Combat: Whip, or any Unarmed Combat skill. When making a test to stun or restrain an opponent, you gain a +3 bonus to the selected skill test.

Requisite: None

Improvement: Yes. Every time you pick this ability, you must select another skill to gain the same bonus.

WEAPONS SPECIALIST

You excel at the use of a weapon. Select a weapon, when making an Armed or Ranged Combat test, you gain a +2 bonus to the result.

Requisite: None

Improvement: Yes. Every time you pick this ability, you must select a new weapon.



ALLIES AND ADVERSARIES

BEREGOND

by Celegorn

Race: Man (Dúnadan)

Racial Abilities: Adaptable (+2 to Willpower), Dominion of Man, Skilled

Attributes: Bearing 10 (+2)*, Nimbleness 10 (+2), Perception 8(+1), Strength 10(+2)*, Vitality 8 (+1), Wits 8(+1)

Reactions: Stamina +2, Swiftiness +2, Willpower +3*, Wisdom +1

Defence: 13

Orders: Warrior, elite guardsman

Order Abilities: Battle-Hardened, Evasion, Warrior-born, Physically Fit, Responsive

Advancements: 12

Skills: Armed Combat: Blades (Longsword) +5, Climb +2, Healing (Treat Wounds) +3, Intimidate +2, Inspire +3, Jump +2, Language: Elven (Sindarin) +4, Language: Westron +6, Lore: History (Gondor) +3, Lore: Race (Men) +3, Lore: Realm (Gondor) +5, Observe (Spot) +5, Persuade +1, Ranged Combat: Bows (Longbow) +5, Run +3, Siegecraft (Defence) +4, Stealth +3, Unarmed Combat: Brawling +5

Edges: Bold, Dodge, Faithful (Faramir), Friend (Pippin), Hardy, Resolute, Valour, Warwise, Wary

Flaws: City-dweller, Duty (Guard of the Citadel), Fealty (Denethor), Provincial Upbringing

Size Medium

Health: 11

Courage: 5

Renown: 6

Gear: Gondorian full-plate, Longsword, Dagger, Livery of the Tower Guard

IN THE NOVEL

Beregond is a man of the White Tower, most probably of Dúnadan descent, and a soldier in the Third Company of the Citadel Guard; heir to a rich heritage of service. The young Pippin Took was to be his close friend and companion through the Siege of Gondor. When Pippin arrived in the city, it was Beregond who was sent to teach him the passwords and customs of the Tower. They spent much of their time off-duty together, sharing their cultures.

Beregond would play an important role in the preservation of his Lord Faramir's life during the siege of Minas Tirith. Pippin would encounter Beregond on his way to find Gandalf, and the man ran to Faramir's defense. He would later be punished with banishment for leaving his post during wartime and slaying fellow soldiers in the Hallows. His banishment would be both his shame and his joy. His family had served as Guards of the Citadel for generations, but the King Elessar saw the love Beregond bore for Faramir and granted him the boon of being under Faramir's service as the first Captain of his guard.



IN THE FILM

Beregond does not appear in the film.

IN THE GAME

Beregond is an honest and caring man with a long family tradition of service to the Citadel Guard. He works hard and seeks little for personal praise, only wishing to perform his duties to the best of his ability. During the time of the War of the Ring he will be found in Minas Tirith. As he is part of that guard, he will do as much as he can to help any seeking his aid, but will not abandon his post for anything less than the defense of Faramir. Off-duty, he can be found throughout the city, often in the presence of the young Peregrin Took. Beregond was usually dressed in the black and white livery of his station.

ARAGORN, THE HEIR OF ISILDUR

by Celeborn

'On the throne sat a mail-clad man. . . . [T]hey knew him, changed as he was, so high and glad of face, kingly, lord of Men, dark-haired with eyes of grey.'

— *The Return of the King*

Race: Man (Dúnadan)

Racial Abilities: Adaptable (+2 to Stamina), Dominion of Man, Skilled

Attributes: Bearing 14 (+4)*, Nimbleness 10 (+2), Perception 12 (+3), Strength 12 (+3)*, Vitality 12 (+3), Wits 10 (+2)

Reactions: Stamina +7*, Swiftmess +4, Willpower +7, Wisdom +7

Defence: 12

Orders: Noble, warrior, captain, ranger

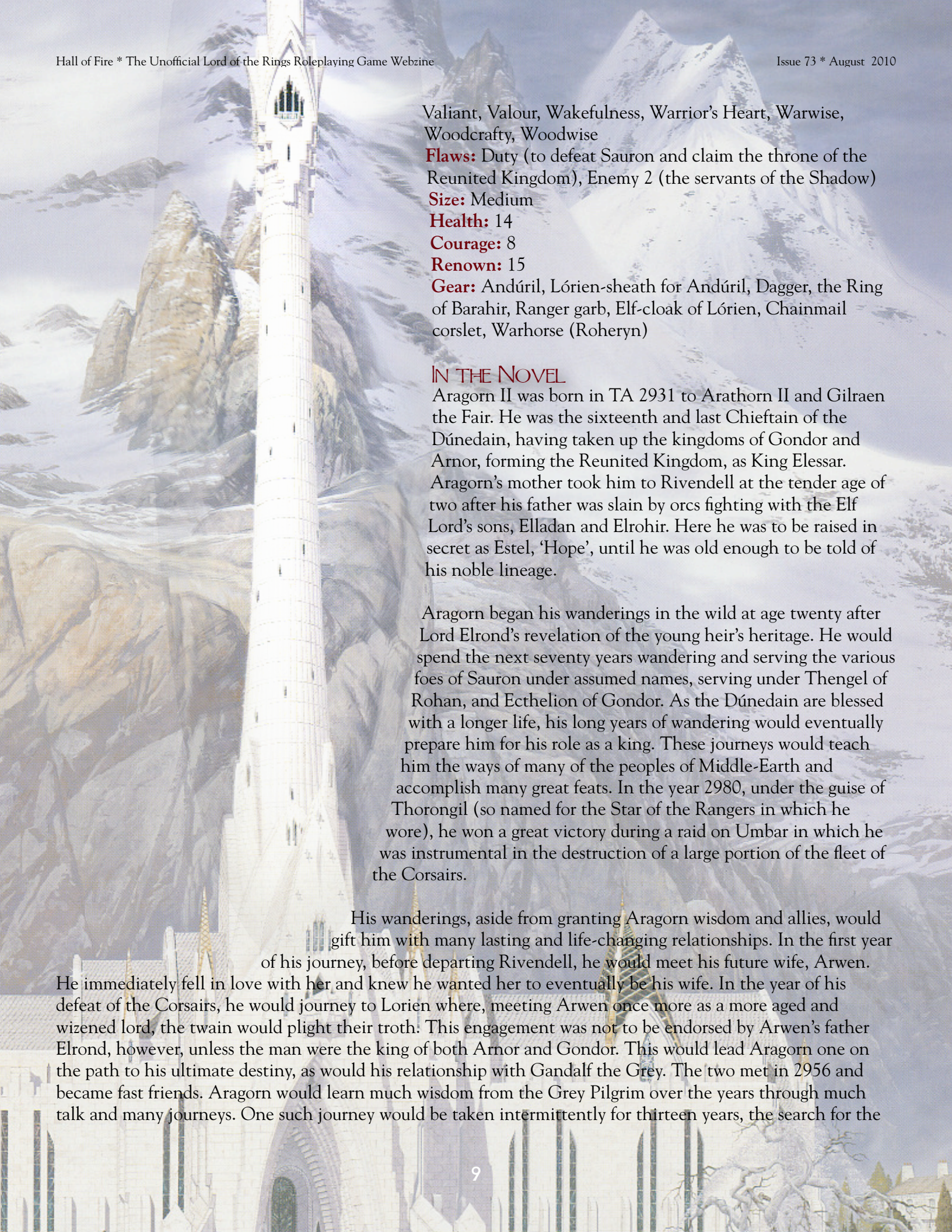
Order Abilities: Air of Command, Camouflage, Deference, Evasion, Fires of Devotion, Hard March, Hero's Strength, Leadership, Noble Mien, Protector (people of Eriador), Swift Strike, Tactics, Walk Without Trace, Warrior-born, Wilderness Lore

Advancements: 90

Skills: Armed Combat: Blades (Longsword) +12, Climb +6, Debate (Parley) +7, Guise +5, Healing (Herbal Remedies, Treat Wounds) +10, Inquire (Converse) +7, Insight +10, Inspire +12, Intimidate (Majesty) +12, Jump +6, Language: Adûnaic +8, Language: Northman (Rohiric) +3, Language: Black Speech +2, Language: Orkish (dialect) +4, Language: Orkish (another dialect) +2, Language: Quenya +6, Language: Sindarin +6, Language: Westron +8, Lore/History: Elves +4, Lore/History: Men (Dúnedain) +9, Lore/Other: the Palantíri +2, Lore/Race: Elves +4, Lore/Race: Men (Dúnedain, Gondorians, Rohirrim) +6, Lore/Race: Orcs +6, Lore/Realm: Arnor +8, Lore/Realm: the East +4, Lore/Realm: Eriador +8, Lore/Realm: Gondor +6, Lore/Realm: Moria +4, Lore/

Realm: Rohan +4, Mimicry (Beasts) +4, Observe (Listen) +6, Observe (Spot) +10, Perform: Compose Verse +6, Persuade (Oratory) +8, Ranged Combat: Bows (Longbow) +6, Ranged Combat: Thrown Weapons (Dagger) +4, Ride (Horse) +8, Run +7, Sea-craft (Sailing) +5, Search +6, Siegecraft (Catapult, Unit Leadership) +8, Stealth (Sneak) +8, Survival (Forests, Mountains, Plains) +10, Swim +4, Track (Orcs) +12, Weather-sense +5

Edges: Accurate Recall, Allies 8 (Elladan, Elrohir, Gandalf, Gimli, Legolas, others of the Wise and powerful), Armour of Heroes, Bold, Clear Speech, Command 3, Elf-friend, Faithful (the Wise, the West), Fell-handed 2 (all Orcs), Hardy, Healing Hands, Honour's Insight, Incorruptible, Quick Draw, Rank 2 (chieftain of the Dúnedain; later Rank 4, King of the Reunited Kingdom), Resolute, Stern, Strong-willed, Swift Recovery,



Valiant, Valour, Wakefulness, Warrior's Heart, Warwise, Woodcrafty, Woodwise

Flaws: Duty (to defeat Sauron and claim the throne of the Reunited Kingdom), Enemy 2 (the servants of the Shadow)

Size: Medium

Health: 14

Courage: 8

Renown: 15

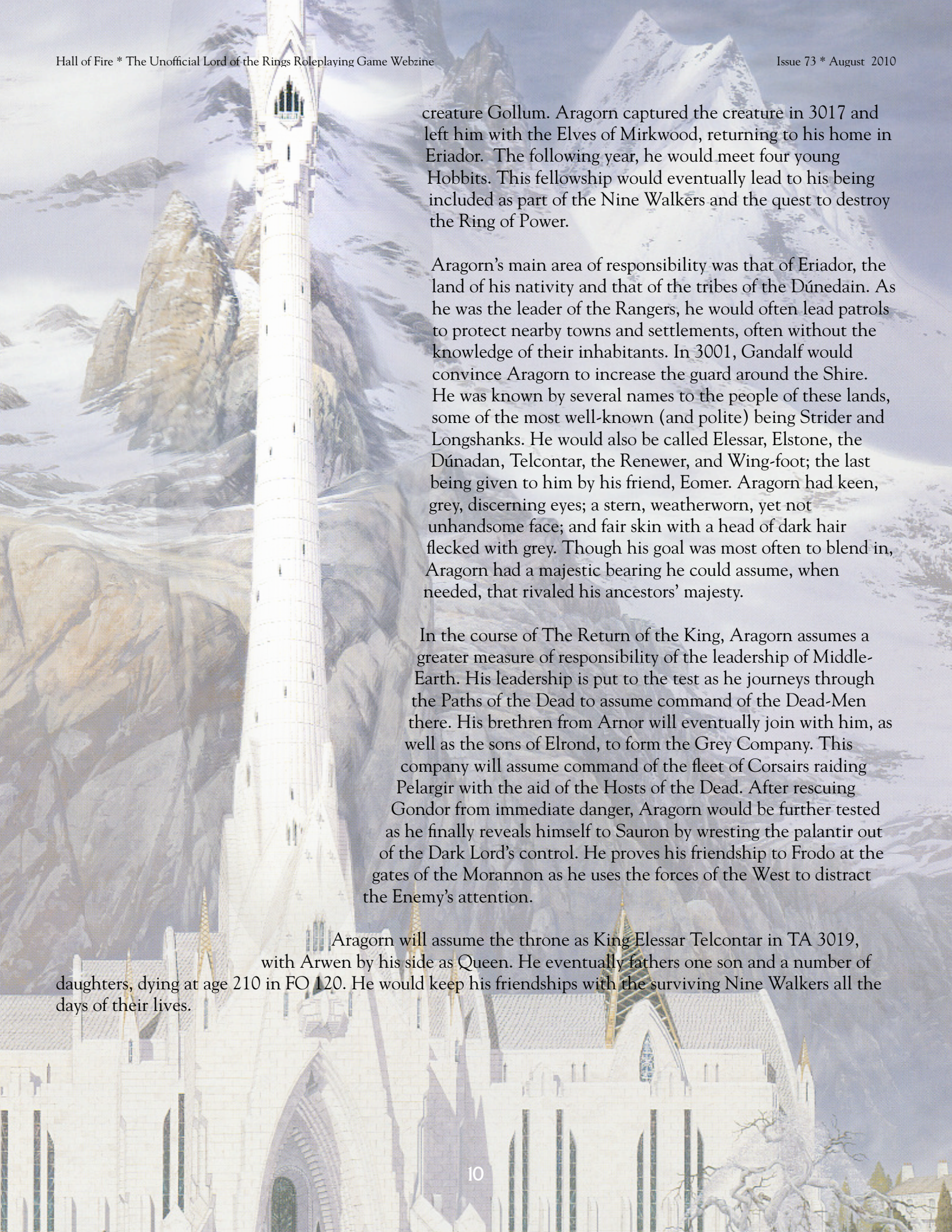
Gear: Andúril, Lórien-sheath for Andúril, Dagger, the Ring of Barahir, Ranger garb, Elf-cloak of Lórien, Chainmail corslet, Warhorse (Roheryn)

IN THE NOVEL

Aragorn II was born in TA 2931 to Arathorn II and Gilraen the Fair. He was the sixteenth and last Chieftain of the Dúnedain, having taken up the kingdoms of Gondor and Arnor, forming the Reunited Kingdom, as King Elessar. Aragorn's mother took him to Rivendell at the tender age of two after his father was slain by orcs fighting with the Elf Lord's sons, Elladan and Elrohir. Here he was to be raised in secret as Estel, 'Hope', until he was old enough to be told of his noble lineage.

Aragorn began his wanderings in the wild at age twenty after Lord Elrond's revelation of the young heir's heritage. He would spend the next seventy years wandering and serving the various foes of Sauron under assumed names, serving under Thengel of Rohan, and Ecthelion of Gondor. As the Dúnedain are blessed with a longer life, his long years of wandering would eventually prepare him for his role as a king. These journeys would teach him the ways of many of the peoples of Middle-Earth and accomplish many great feats. In the year 2980, under the guise of Thorongil (so named for the Star of the Rangers in which he wore), he won a great victory during a raid on Umbar in which he was instrumental in the destruction of a large portion of the fleet of the Corsairs.

His wanderings, aside from granting Aragorn wisdom and allies, would gift him with many lasting and life-changing relationships. In the first year of his journey, before departing Rivendell, he would meet his future wife, Arwen. He immediately fell in love with her and knew he wanted her to eventually be his wife. In the year of his defeat of the Corsairs, he would journey to Lórien where, meeting Arwen once more as a more aged and wizened lord, the twain would plight their troth. This engagement was not to be endorsed by Arwen's father Elrond, however, unless the man were the king of both Arnor and Gondor. This would lead Aragorn one on the path to his ultimate destiny, as would his relationship with Gandalf the Grey. The two met in 2956 and became fast friends. Aragorn would learn much wisdom from the Grey Pilgrim over the years through much talk and many journeys. One such journey would be taken intermittently for thirteen years, the search for the

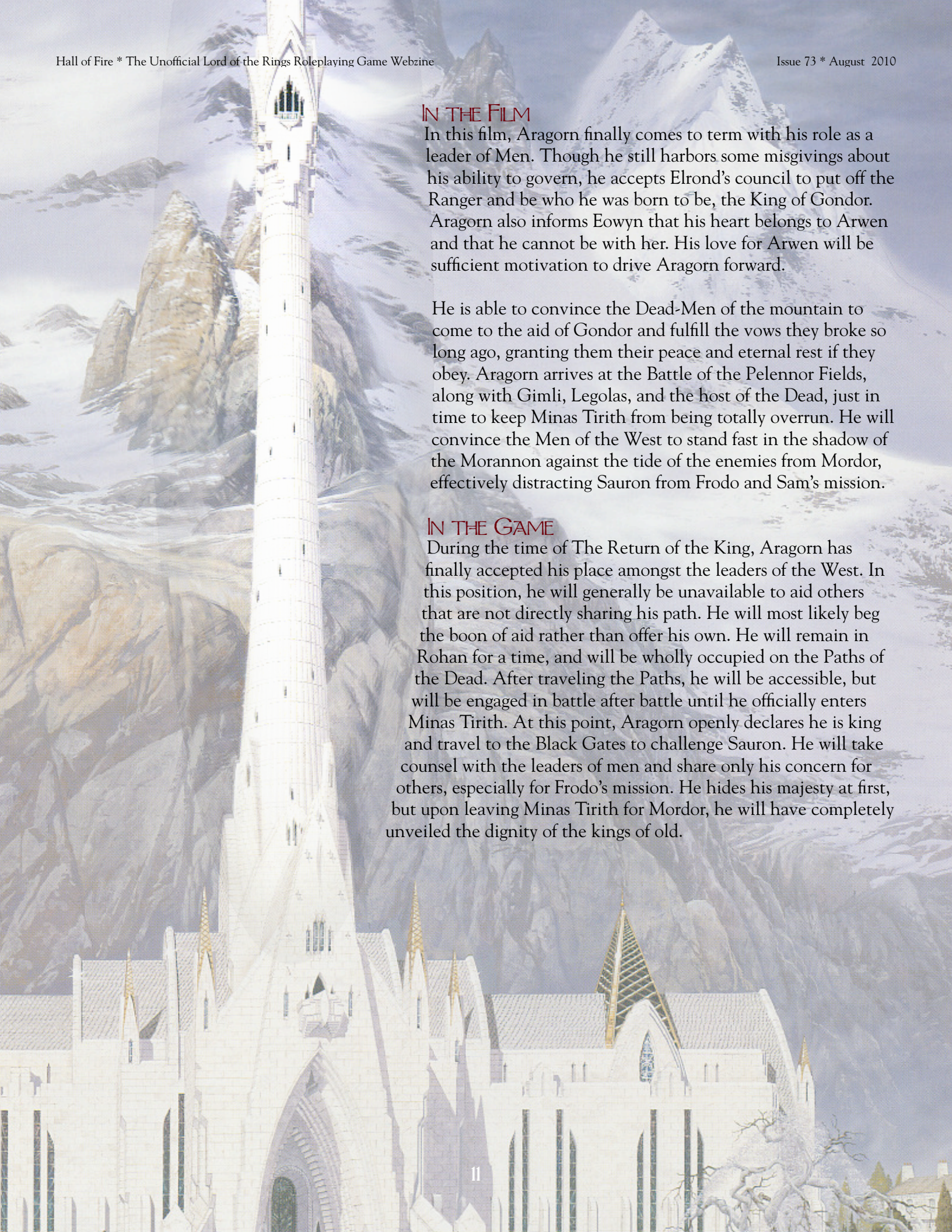


creature Gollum. Aragorn captured the creature in 3017 and left him with the Elves of Mirkwood, returning to his home in Eriador. The following year, he would meet four young Hobbits. This fellowship would eventually lead to his being included as part of the Nine Walkers and the quest to destroy the Ring of Power.

Aragorn's main area of responsibility was that of Eriador, the land of his nativity and that of the tribes of the Dúnedain. As he was the leader of the Rangers, he would often lead patrols to protect nearby towns and settlements, often without the knowledge of their inhabitants. In 3001, Gandalf would convince Aragorn to increase the guard around the Shire. He was known by several names to the people of these lands, some of the most well-known (and polite) being Strider and Longshanks. He would also be called Elessar, Elstone, the Dúnadan, Telcontar, the Renewer, and Wing-foot; the last being given to him by his friend, Eomer. Aragorn had keen, grey, discerning eyes; a stern, weatherworn, yet not unhandsome face; and fair skin with a head of dark hair flecked with grey. Though his goal was most often to blend in, Aragorn had a majestic bearing he could assume, when needed, that rivaled his ancestors' majesty.

In the course of *The Return of the King*, Aragorn assumes a greater measure of responsibility of the leadership of Middle-Earth. His leadership is put to the test as he journeys through the Paths of the Dead to assume command of the Dead-Men there. His brethren from Arnor will eventually join with him, as well as the sons of Elrond, to form the Grey Company. This company will assume command of the fleet of Corsairs raiding Pelargir with the aid of the Hosts of the Dead. After rescuing Gondor from immediate danger, Aragorn would be further tested as he finally reveals himself to Sauron by wresting the palantir out of the Dark Lord's control. He proves his friendship to Frodo at the gates of the Morannon as he uses the forces of the West to distract the Enemy's attention.

Aragorn will assume the throne as King Elessar Telcontar in TA 3019, with Arwen by his side as Queen. He eventually fathers one son and a number of daughters, dying at age 210 in FO 120. He would keep his friendships with the surviving Nine Walkers all the days of their lives.



IN THE FILM

In this film, Aragorn finally comes to term with his role as a leader of Men. Though he still harbors some misgivings about his ability to govern, he accepts Elrond's council to put off the Ranger and be who he was born to be, the King of Gondor. Aragorn also informs Eowyn that his heart belongs to Arwen and that he cannot be with her. His love for Arwen will be sufficient motivation to drive Aragorn forward.

He is able to convince the Dead-Men of the mountain to come to the aid of Gondor and fulfill the vows they broke so long ago, granting them their peace and eternal rest if they obey. Aragorn arrives at the Battle of the Pelennor Fields, along with Gimli, Legolas, and the host of the Dead, just in time to keep Minas Tirith from being totally overrun. He will convince the Men of the West to stand fast in the shadow of the Morannon against the tide of the enemies from Mordor, effectively distracting Sauron from Frodo and Sam's mission.

IN THE GAME

During the time of The Return of the King, Aragorn has finally accepted his place amongst the leaders of the West. In this position, he will generally be unavailable to aid others that are not directly sharing his path. He will most likely beg the boon of aid rather than offer his own. He will remain in Rohan for a time, and will be wholly occupied on the Paths of the Dead. After traveling the Paths, he will be accessible, but will be engaged in battle after battle until he officially enters Minas Tirith. At this point, Aragorn openly declares he is king and travel to the Black Gates to challenge Sauron. He will take counsel with the leaders of men and share only his concern for others, especially for Frodo's mission. He hides his majesty at first, but upon leaving Minas Tirith for Mordor, he will have completely unveiled the dignity of the kings of old.

WHAT'S OUT THERE

This is a list of Web sites along with Decipher's official Web sites. We have found they supply useful Lord of the Rings game information.

THE HALL OF FIRE WEBZINE http://halloffire.org THE HALL OF FIRE WIKI http://wiki.halloffire.org DECIPHER'S LORD OF THE RINGS RPG HOME http://lotrrpg.fanhq.com ENCYCLOPEDIA OF ARDA http://www.glyphweb.com/arda/default.htm FAN MODULES FOR MIDDLE-EARTH http://groups.yahoo.com/group/fan-modules SCOTT'S RPG CENTRAL http://www.geocities.com/scott_metz/ CHRONICLES OF THE NORTH http://rpg.avioc.org/ MERP.COM http://www.merp.com OTHER MINDS MAGAZINE http://www.othermindsmagazine.com	THE MAD IRISHMAN http://www.mad-irishman.net THE LAST ALLIANCE http://thelastalliance.com RPG TOOLS FOR DECIPHER'S CODA GAMES http://groups.yahoo.com/group/rpgtools/ THE STEWARD AND THE KING http://www.stewardandking.net THE TOWER HILLS http://homepage.mac.com/jeremybaker/towerhills TREK-RPG.NET http://forum.trek-rpg.net/index.php CODA WEBZINE REPOSITORY http://groups.yahoo.com/group/coda_webzine THE ONE RING.COM http://www.theonering.com/ THE ONE RING.NET http://www.theonering.net
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CALLING ALL GAMERS!

Interested in submitting...

- A mini or side adventure?
- New creatures, or fell beasts?
- New Orders or Elite Orders?
- Racial / Order packages?
- NPC's?
- Weapons / equipment / magical items?
- Fan Art?

If so, write to us for details on submission submissions@halloffire.org with 'Fan Content' in the subject line. Please include your name and/or pseudonym (handle/online identity) and email address(es) with which one of our editors may contact you.

Please note that if you would like to submit a mini-adventure, Decipher will not consider it for publishing.

Fancy yourself a writer or artist and would like to contribute to the webzine?

If so, write to us at submissions@halloffire.org with 'Writer' in the subject line. One of the editors will get back to you with details about writing for **THE HALL OF FIRE**.

Want to know what the submission guide lines are?

Visit http://wiki.halloffire.org/Submission_Information for the current submission guide lines.

If you would like to post an advertisement for:

- A local or online RPG that you are hosting
- An RPG convention or tournament
- Or any events pertaining to The Lord of the Rings RPG

Write to us at ads@halloffire.org with 'Ad' in the subject line along with your advertisement. The advertisement must be less than 100 words and any graphic to go with it must be no more than 1' x 1'.